
Subject: Re: "Help" in Widget Programs
Posted by [sjt](#) on Wed, 08 Jun 1994 09:38:00 GMT
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Daniel M. Israel (crdmi@vulcan.giss.nasa.gov) wrote:

: Has anyone written any widget programs with context sensitive pop-up
: help? I would like to do this, but I can't think of any method that is
: not extremely clumsy. Any suggestions?

: --
: Daniel M. Israel "So you better hope there's intellegent
: <crdmi@vulcan.giss.nasa.gov> life somewhere out in space, 'cause there's
: Goddard Institute of Space Studies bugger all down here on Earth!"
: 2880 Broadway, New York, NY -Monty Python's "Universe Song"

I agree, this is a problem. It would be nice if widget events were returned for all mouse buttons (as they are in draw widgets), then it would be possible to have (say) left button to perform action and middle button for help. Perhaps RSI could consider sending events from all buttons in a future release and adding an EVENT.BUTTONON to the EVENT structure for all widget types.

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"If all else fails--read the instructions!"

O__
-- V`